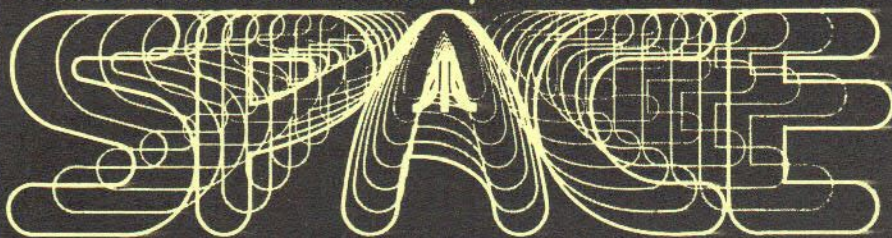


Saint Paul ATARI Computer Enthusiasts



An independent computer user group



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SPACE/MAST News

By Jim Schulz

Over the past few months, three topics have been discussed with the officers of both groups and concerns have been raised. Some of the members have heard these discussed in meetings, in the lobby, on the BBSes, or maybe not at all. Instead of hiding these issues, it's time to bring them out in public.

Issue #1: The SPACE/MAST Constitution and Bylaws. There have been a lot of questions over the past months on what the constitution says and what it doesn't say. For the record, for at least the past four years, the officers of the clubs meet around election time in November and rehash and clean up the bylaws each year. Each year, the previous year's complete corrected bylaws is gone through and corrections are made. The list of changes each year is published in the October and November newsletter.

But to the officers' surprise, a complete set of bylaws has not been published in the newsletter for at least the last four years and maybe longer. When challenged on this, both Dave Meile and myself went through the club's newsletter archives and could not find a complete set of bylaws. Since then, Dave Meile has found a set of past bylaws in the newsletter editor archives and has updated them to the present state. Dave has uploaded them to both the SPACE and MAST BBS and they can currently be found in the bulletins section on the MAST BBS. I don't believe that they are currently accessible on the SPACE BBS.

For all of those who are interested, a complete set of bylaws will be published in this month's or next month's newsletter depending on space availability. These are your bylaws and they have not been intentionally kept from you, the members.

Issue #2: The SPACE/MAST Newsletter. A number of people have been concerned over the past few months on lateness of the newsletter. Over the past few months, a number of unforeseen circumstances have occurred which have delayed the newsletter's arrival. First case happened a few months ago when Dave Meile's fiancée's grandfather in Canada died and they headed north for the funeral. This happened the week of the newsletter preparation. Second case happened last month when Dave just didn't have enough money to pay for the newsletter and postage. With the addition of the new Z*Net section, the newsletter cost more as well as costing more to send. The newsletter last month was actually done on time, but he didn't have the money to pay for it or send it. After a call to Allan, our treasurer, Dave got the extra money needed and stamps to send the newsletter. This has been taken care of and shouldn't happen again. Also the newsletter deadline has been

moved up as well to give Dave more time to prepare the newsletter. I, as a member, don't like the newsletter coming late and was a little concerned last month at the lateness. But when Dave explained the circumstances of what happened, I don't know how we could have gotten the newsletter out sooner. As well as Dave, Allan's got his hands quite full lately with a new baby daughter as well. Please remember, we are all volunteers. When it came to looking for a newsletter editor this year, we had no volunteers who could start the job immediately. In the absence of volunteers, Dave volunteered to help. He had hard shoes to follow in after the excellent job Steve Pauley did the year before. Overall, Dave has done a great job with the newsletter, even expanding on what Steve has done. Considering that most newsletters are done in a one day marathon session, it is sometimes even more amazing. The officers of SPACE and MAST have talked with Dave and we are working on trying to get the newsletter out sooner.

Issue #3: Z*Net. Although it has only appeared once so far, the officers of both groups have gotten a lot of reactions. Up to and including the MAST meeting, I have heard tons of thumbs up from MAST members and only one thumbs down. From SPACE, the reaction is quite mixed. The main problem here is very little 8 bit news. First, the package that we get is complete. If we are to participate in Z*Net, we have to publish the full package. Second, ZMAG has a track record of supporting the 8 bit as well as the ST. Currently, both the 8 bit ZMAG and the ST STZMAG are published weekly by the same people who do Z*Net. Third, there is a chance for more 8 bit information in the future. Z*Net in a survey to the club is asking us if we are interested in additional pages of information each month. If these are 8 bit information, more than the standard package will be available. Please note that this month the 8 bit XL/XE computers are better represented. Also, both Dave and I will be talking to the Z*Net people over the next month about a better mix of information. Z*Net was added to provide more information about the Atari world to our members without forcing members to rehash the month's Atari news in print. The value of the newsletter goes down when all we have is user group news, meeting minutes and disk news each month. Z*Net was added to provide that extra information.

Also please note that Z*Net is not meant to replace the member articles. Even with Z*Net, we have more than enough pages for member contributed articles and information. I don't want our newsletter to become like one that I received this month which said, "We didn't receive any articles this month, so here is Z*Net." We do get compensated for adding the additional pages to the newsletter. Next month, we will publish the complete breakdown on what it is costing us and what we get back in return so you, the members can judge.

The addition of Z*Net was approved unanimously by the SPACE/MAST Board for addition to the newsletter. If Z*Net doesn't meet our needs, we may drop it, but let's wait a couple of months and then judge. Last month's issue was only their fourth issue in print and as more groups join in, their overall focus will change as well.

In closing, all of the above are being addressed by the officers of SPACE and MAST. As a member of both groups, I do see your concerns. We do listen to your thoughts about the group and try and do our best for you, the members. As other issues of the clubs arise, we will try and address them here. Thank you for your cooperation and patience.

From the President of SPACE by Greg Howell

Well, so many things have been happening over the last month or so I almost don't know where to begin.

I think our booth at the HAMfest was very successful! We picked up 1 membership for SPACE and 1 for MAST. We (Rich Mier and myself) handed out about 50 membership forms and answered numerous questions about Atari's (both 8-bit and ST-Mega). I have been told that there will be a similar event happening in about 6-months. I think SPACE/MAST should attend that event, and with some planning and some volunteers to man the booth I think the results will be even better!

I would like to take this space to commend our new Sysop Carl Towberman, and to THANK Amos Jackson whose assistance was (and still is) invaluable! They have BOTH done a super job on the BBS move!

I think right now things seem kind of rosy on Atari's horizon! ICD has started remaking the MIO, I have heard substantial things about the 'BLACK BOX' interface/adaptor and the Supra hard drive interface. I believe that the Turbo-816 mod is out of beta-test and into rev c. and I have even heard rumors about Atari packaging the Diamond OS with their 8-bit systems.

I am Quite sure his Reverence (Joe Danko our disk librarian) will Bless us all with another of his most Superb DOM's! Something I wouldn't dare miss!

And Finally: This coming meeting will be SPACE's Birthday (7 years I believe)! There will all sorts of fun and exciting things happening! There will be cake, and door prizes! I might even be able to swing some party hats and favors!

HOPE TO SEE YOU ALL THERE!

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News from the Pres. By Jim Schulz

Well, July is here and the long 4th of July weekend. Summer is really upon us and MAST is still going strong. We have a great lineup of meetings for the summer, so stay tuned..... First, last month, then this month, the future and then some miscellaneous notes.....

Last month, we had another successful swap meet. If you missed it, you missed some of the best bargains around. With all of the stuff sold at each of these, I keep wondering where this stuff keeps coming from???? In addition, we had our standard DOMs, news, rumors, as well as questions and answers as well. The next swap meet is scheduled for October or November so stay tuned.... The only comment that I got after last month's meeting was less DOM demos. So this month, we will tell all, but just show less. Please let me know what you want. This is your meeting, and I will do as you like. Also a couple of people asked for special programs after the meeting. If you want something special from the library, please let me know and I will look it up and make up the appropriate disk. This is for the standard disk price and is not included in any specials. We aim to please.....

This month is the second annual member appreciation night. We started this last year as a way to say "thanks" to the members for helping MAST grow and supporting the group. This year, we will be holding a raffle of ST prizes as well as offering special disk prices as well. First, the pricing rundown. All blank disks are now \$0.75 for this month only. The new and improved DOC disk is only \$1.00. The long-awaited ST News disks are available for \$2.00 each or 3 for \$5.00 for all 27 available disks. All pre-July MAST DOMs are \$4.00 each. And finally all updates are free with the original disks. All July disks are \$6.00. MAST has to make some money this month. For each DOM purchased, you get one raffle ticket for the drawing. Also each MAST member gets a raffle ticket as well.

Now for the raffle prizes.... First, we have the new Dungeon game, Deathbringer, which was demoed at the May meeting under its old European name of Galdregons Domain. Next, one of the latest from Codehead Software, Hotwire, the hot key desktop utility. Also, we will raffling another Tweety Board, disk cleaners, and a number of games including Marble Madness, Renegade, and Boulderdash Construction Set. Also Wizard's Works has donated some prizes as well including the first terminal program, PC Intercomm, Regent Word (I will be contacting Regent to get the latest version if possible), Juggler, the ST switcher program (I will try to get a hold of Michtron as well for the latest version), and the Infocom game, Ballyhoo.

In addition to all of these, we will have other

goodies as well.... As well as a few surprises.... All of this plus DOMs, and the latest news and rumors plus news from the recent World of Atari show in Detroit as well. Yes, another full meeting is in store again!!!!

Now what about the future? Next month (August) we will have another MIDIMaze blowout, but this time with multiple rings of players to give everyone a chance to play. Just bring your ST along for a good time. In September, we will preview the new version of TOS, TOS 1.4 or should I say, Rainbow TOS. I have a set of EPROMs on order with Atari and a number of other Atari developers already have it on disk. Check out the latest from Atari and see what is coming. In October, I am tentatively planning a meeting about emulators. With the new PC Ditto II and the Spectre GCR coming out, you will be able to look at the ST in a different light as well as seeing the ST run the old 8 bit software as well. So a lot is planned in the months to come so don't be left out.

Also don't forget the MAST+ programmers meeting and the new MIDI meeting scheduled now for the Tuesday after the MAST meeting. Last month, we ran into a few problems. First, Dave called and couldn't make the meeting. Then, Eric showed up quite late. And finally, the second room for the MIDI session was locked. But we did have two MIDI members show up and talk for a while. Hopefully, next month things will be just a bit more organized. So stop by and get two meetings for the price of one. Dave is working on getting new stuff set up for the MIDI meeting as well. More to come.....

Now for some other stuff..... First up, the strange World of Atari video. I have talked to ST Report and they said that they shipped it the Wednesday before the meeting. Well, it is now over three weeks later and no video. Others are complaining as well. Their response to me was to get back to them "if and when it shows up." I have another mail message into them, but I still haven't heard back. I'll keep you updated..... Next, ST Report is starting something similar to Z'Net called CPU Report for user groups as well. I have sent for the information to see what is involved. This one is supposedly free with no ads added as well. I will let you know what I find out..... Next, MASTalk BBS. Our Newsletter editor has dropped his second line so the BBS that never really got started is now down for good. I hear that there is another member who has started a STadel BBS in town as well. More on this next month and at the meeting.... Next, PO Box. The PO Box is back to normal. The post office is real picky on what you send to a post office box. If the address doesn't match exactly, it is returned. The post office knows about MAST and SPACE and not much more. So please be careful when sending stuff to the PO Box. Next, blank disks. The last shipment of blue disks had about a 10% drop dead rate which was exceedingly high. This month, I have ordered disks from a different company which provided great disks at

great prices in the past. We will again have 400 disks for sale so come early for this special \$0.75 price on double-sided disks. Next, Hamfest. Last month, at the weekend of the MAST meeting, HAMfest/Computerfest was held in St. Paul. It started on Friday night and ran through Saturday afternoon. SPACE participated, but MAST didn't. A number of MAST members discussed it and decided to bypass it because this would have been the third weekend MAST meeting. I hear that there was interest in MAST and that we did get one new member. The four or five annual HAMfest are great opportunities to show off the STs and Atari computers in general. We should try and get a group together to coordinate preparation for these shows and work at showing off the ST to those who don't know it exists. In some ways, I look back and wish that we could have participated, but at the same time, I doubt that I would have been in very good shape after draining myself for the Friday MAST meeting.

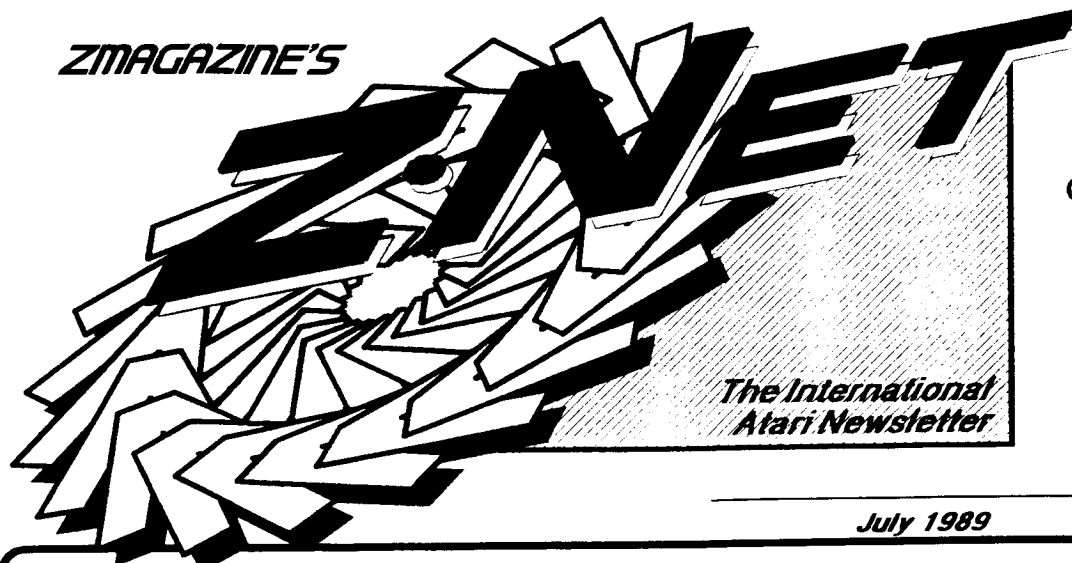
Next, MAST meetings..... PLEASE NOTE!!!! MAST MEETINGS ARE FREE!!!! I have gotten a number of calls over the last month saying that I read the newsletter, but I wanted to know how much it costs to show up at a meeting. When I tell them that it's free, they don't believe it?? Please tell your friends that the meetings are free. We would like all ST owners to become members, but you don't need to spend the \$15.00 to check out the meeting. Finally, store discounts..... Please note that as a member of MAST that you get a 25% discount on all regularly priced software just by showing your MAST membership card at Wizard's Works. Wizard's Works has been a big supporter of MAST. This is just one more benefit of a MAST membership.

Well, that's it for July. The envelope is rather empty again, but does contain one suggestion. "Buy Codehead's Utility disk" Yes, the authors of G-PLUS, Multidesk, and Hotwire have done it again, but this time with a collection of disk utilities. My copy hasn't arrived yet, but from past experience, this one again has to be a winner, with over 10 different utilities as well. I will have it at the meeting and a copy might even show up in the raffle as well. As the envelope closes, it says, "See you next month...." So until next month, I hope to see you all at MAST Member Appreciation night and on MAST SIG Tuesday and on the MAST BBS as well.

Minutes of the SPACE Meeting by Larry Vanden Plas

1. The meeting was called to order at 7:43 PM June 6, 1989 by President Greg Howell.
2. The secretary's report on the May 13th meeting were read and approved.
3. Greg reported that Carl Towberman be taking over the East (XE) Bulletin Board System

ZMAGAZINE'S



This Issue:

New Atari User
Group Coordinator

Z*Net NewsWire

Ratty's Rap

Beyond GEM

Public Domain
Report

July 1989

Vol. 1 No. 5

ATARI and the Consumer Electronics Show

by Mike Lechkun and the Z*Net Staff

In a hastily called press conference that drew no more than 35 people, Atari Corp's Sam Tramiel introduced the (not yet named) Atari Portable Color Entertainment System. It was Saturday, June 3rd, at the Summer Consumer Electronics Show in Chicago, a preview of what we'll see on store shelves around Christmas time. The Atari game unit, which was a well guarded secret until the press conference, is powered by 6 AA batteries or AC adaptor, or (optionally) 12 volt auto adaptor. Developed by Epyx and built and marketed by Atari, it is designed to compete directly with Nintendo's newly introduced "Game Boy", also a hand-held game unit. CES fills Chicago's massive McCormick Place and adjacent McCormick Place West, and Nintendo occupied over 30% of the West facility, the largest booth in CES history.

Atari, on the other hand, was again criticized by some as having a generally lackluster display "encampment", although large and well placed. Nevertheless, the new Atari game was the immediate hit of the press, and has appeared in newspapers, network TV, and even on MTV. It has a 3.5" color LCD screen (160 x 102 pixels) capable of over 4,000 colors on a unit about the size of a video cassette. It has four-channel sound and comes with stereo headphones for private enjoyment too. A jack also allows interconnection with up to eight other units for group play. Games come on a 128K credit card sized cart, and can be loaded into the unit memory then removed for loading into the next in the connected chain, allowing a group to play with only a single cart. Software will allow each player a private point-of view while playing. The Atari Portable Color Entertainment System (I hope they name it soon!) runs a 65C02 CPU at 16Mhz. Stories of Nintendo officials calling the Atari machine "overkill, like driving a Ferarri to the grocery store" were met by Sam Tramiel with "I'd rather drive a Ferarri ANYWHERE, besides, we don't have a Ferarri price!"

Atari has six titles ready, including Impossible Mission, Blue Lightning, and California Games. Game prices will stay in the \$20-\$35 range. The new game machine also features a 180 degree function which allows a lefty to play the unit easily. It will come with carrying case and strap. The unit is tentatively set to retail for \$149.95, although the price may change in response to Game Boy's suggested list of \$89.95. We should see it on store shelves as soon as September.

Atari also announced an under-\$200 68000 based game machine to be introduced "first quarter, 1990". Additionally, Atari showed the Atari PC-4, a 286-AT clone (with 3.5" disk drive and 30 meg HD), being delayed by FCC approval due to non-standard case configuration. Also shown at the press conference was the Atari Portfolio.

Emphasis in the Atari booth was on software, including the 2600, 7800 and XE systems. The 7800 system will see the bulk of the new titles, to include Commando, Tower Toppler, Double Dunk, Jinx, Xenophobe, Airball, and more. The 2600 will also see some of these titles and more of its own. The biggest announcement for the 8-bit community was the soon to be release of XE-MIDI MAZE. Developed by James Yee of Xanth Software, this version will interface with the ST version, and can also be played by modem (or by GENie, as Mr. Yee offered!). Also coming for the 8-bit is Deflektor and Zenophobe.

Atari had a large display of calculators. Most were in common type configurations--solar, printing, and "artsy". Atari indicated it's desire to become a major player in the calculator market. Observers have commented that Atari has begun a trend of marketing other people's products... calculators, the MIDI HOTZ machine, and now the Epyx game system. Stock market reaction to the new product announcement was marked- up \$2 to \$8 a share after many months of no change. ■

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☞ Last month, Atari was on display at the CEPS show, a special national desktop publishing show. Sig Hartmann, Jay Crosby, Rich Marlow and Karen Bowen were on hand. We were told that the 1040 DTP system was not that big of a hit, while the Portfolio and new PC4 got plenty of attention.

☞ Atari is rumored to be announcing a pair of new machines (in addition to the portable game system mentioned in detail on this month's Z*NET front page) on August 25. One is expected to be another game system, probably a high-end unit (also rumored NOT to be ST-compatible), and the other is to be a new serious computer. This might be, finally, the 68030 "TT" computer that has tantalized the press for over a year. We will follow this story in ST*Zmag and ZMAG online at your favorite telecommunications service.

☞ Several Japanese computer magazines are claiming that a laptop version of the Atari ST computer with a Japanese language feature will debut in Japan this Summer, and support the claim with a mock-up photograph. An Atari Japanese spokesman said the outside of the basic Atari ST laptop and the inside specifications are under consideration. Prices will exceed \$1,400.00.

☞ A new book called "The Software Encyclopedia 1989: A Comprehensive Guide to Software Packages for Business, Professional or Personal Use," published by R. R. Bowker. Price is just \$179.95 listing 20,000 software titles. The brands covered within the publication include IBM, Commodore, Atari 8/16 bit, CP/M, Unix, Tandy and Texas Instruments. This two volume release has full descriptions on all software listed.

☞ Now run your original TOS in ROM or simply switch to the new Atari TOS 1.4 or any other TOS chip! The SOS upgrade consists of a socketed board with an external switch. The special introductory price is only \$70, with a suggested retail of \$99.00. This offer expires August 30. Bill's Designs, 1246-A Nike Street, Huntsville, Alabama 35808 or call (205) 837-4018

☞ 1st STOP Computer Systems Ltd. recently announced four new price leading ST disk drives. The new drives include a matching pair of drives in metal cabinets, one is a 3.5" drive and the other is a 5.25" drive, both double-sided. The units are stackable and have a custom switcher cable option available (free if you buy both units). These units will retail for \$219.95 but are available for an introductory price of \$169.95. 1st STOP Computer Systems, 7085 Corporate Way, Dayton, OH 45459. 1-800-252-2787.

☞ Rich Tsukiji of ST-World announced another World of Atari show. The third show of the tour is scheduled for August 19th and 20th in Dallas Texas at the Holiday Inn Holidome. Additional shows currently under consideration are Seattle Washington in October, and a return to Anaheim California in early 1990. ST-World (503) 673-2259.

☞ InterSect Software, the developers of InterLink, will be releasing Masterlink this month. Masterlink operates with all dialing, file transfers, scripts and mini BBS as background tasks. You can exit, enter other programs while the background tasks are running. It will be available as an upgrade to registered Interlink owners. Also, look for a new game called "War of the Warriors" from InterSect by Christmas. 800-826-0130 or 801-923-

8774.

☞ The WAACE group from the Washington/Maryland area has announced an AtariFest for October 7th and 8th. This is the same area where Current Notes originates. Details as the become available.

☞ Bob Klaas of Utah has bought the rights to the SUPRA hard drive interface for the 8-bit Atari. He has begun production again and now calls it the K-P Hard Drive Interface. It will sell for \$110 plus shipping. The Supra sold at \$149, and the K-P will be identical right down to the case. You will have to supply your own drive, controller, and power supply as before. It will operate with an XL or XE machine by attaching to the expansion bus, and the XE adaptor is another \$15 (plus handling). K-Productions, 801-966-1697.

☞ Ginny Teal of Avant Garde recently told Z*Net that their new product PC-Ditto II appears to be physically incompatible with most or all of the hardware accelerator boards that have introduced this year. For example, the \$99.00 JRI Accelerator has an additional circuit board covering the replacement 68000 chip. As the PC-Ditto IBM emulator board must mount directly on top of the 68000, this prevents the use of both systems. Avant Garde's primary focus at this point is to get the hardware out and worry about other hardware interfacing at a later date. PC-Ditto II is experiencing small production delays which will postpone the commercial introduction by not more than a month. Production should begin in early July.

☞ The Atari Portfolio pocket PC will not be appearing in the black color shown in the prototype. Z*Net has been told that black plastic produces an unsatisfactory finish. The production units

are going to be dark gray. At least one prospective major distributor is pushing for additional production of the hand held computer in assorted pastel colors.

☞ ANTIC MAGAZINE, the long standing 8-bit Atari specialty mag, has announced that they are discontinuing their no-disk release, and existing subscriptions must be changed over to mag-and-disk (at a 1/2 reduction of the outstanding subscription) or be cancelled. The move may help or hurt Antic, whose disks were widely shared by magazine-only subscribers previously.

☞ A 24-year-old West German computerist apparently committed suicide after being accused of using his expertise to provide Soviet KGB agents with stolen access code and passwords to gain access to Western computers. Police say the body of a man found burned to death, has been identified as the individual under investigation in connection with the computer scandal that came to light last March. The German apparently doused himself with gasoline and set himself on fire. The investigation of others involved is continuing.

☞ In a recent Computer Shopper article, Practical Solution's phone number was printed in error, and in our most recent issue of Z*Net we printed the same wrong number. The correct number is: 602-322-6100. In our report of the MACE Show, we listed the WAUG user group as being from Westland Michigan. They are actually based in Ann Arbor. We pulled the misinformation from the MACE Show Program, and we apologize on behalf of MACE and our error. WAUG stands for the Washtenaw County Atari Users Group. ■



RATTY'S RAP

by Matthew Ratcliff (Mat*Mat)



Atari's new hand held game machine, affectionately called Game Pro by some, is garnering a LOT of attention. Some of you may have heard of a similar offering from Nintendo called the Game Boy. Does Atari's offering stack up? YES! Absolutely!

The Game Pro, at 160x192 pixels, has a higher resolution than the Game Boy. The Game Pro can display 16 colors, out of a palette of 4096. The Game Boy? How about 4 exciting shades of grey? But, golly, the Game Boy can be EXPANDED to allow two players to compete over an add on modem. Can the Game Pro do that? NO! It's BETTER!!! Let's say you have a new Game Pro, and a hot new game, and SEVEN FRIENDS just dying to play too. No sweat. Plug all the Game Pros together, daisy chain style - simpler than adding peripherals to the Atari XE home computer. Player one inserts his new game card, loads the software, removes the card, and passes it on to the next player. Within moments 8 kids, standing on a street corner, waiting for the morning bus, are screaming with delight, dancing a funny little jig that only hard core coin op arcade fanatics will recognize! Oh, sound? The Nintendo Game Boy has stereo sound. Oh, wow. The Atari Game Pro has FM, 4 CHANNEL, STEREO sound and it comes with stereo headphones. This is one extremely HOT TOY! But, Atari doesn't deserve all the credit. According to some reports, this game machine was designed by Epyx and purchased outright by Atari. It's an extremely shrewd tactic on the part of Atari, to make the FIRST and BEST move in a market that Nintendo is working toward. But, Atari bought this completed product design so they could MARKET it themselves. What is the LAST PRODUCT Atari has marketed properly and completely successfully in the United States? Can you say 2600? I knew you could! Right now all we need is software! I think a lot of worried Commodore 64 software developers are drooling over the prospects of this extremely cool toy.

Is the 8bit dead? Not in the eyes of Atari. The company no longer pushes the hardware. It sort of sells itself, at a rather slow but extremely steady pace. I know of nearly a dozen NEW titles, including some HOT coin op properties, being developed for XL, XE, and XEGS owners. All you 400/800 owners need to wake up and smell the coffee. Nearly ALL new game cartridges from Atari do NOT run on 48k 400/800 machines. In other words, Atari no longer supports these machines. I suggest that you upgrade to an XEGS or 130XE soon if you are interested in running any of the new software.

Xenophobe for the XEGS was demoed at CES. Although its graphics aren't quite as slick as the 7800 version, it is more playable. All Atari versions of Xenophobe simply BLOW AWAY the Nintendo implementation, however. Once the Nintendo is stretched beyond it's basic strengths (running, jumping, climbing games) its flaws begin to show. Tower Toppler is coming to the 8bit very soon, too. We should see between 4 and 8 ALL NEW cartridges for the 8bit Atari by the end of 1989. And Atari is committed to producing another 4 to 8 games for the XEGS in 1990 as well.

Applications? Where are the applications? Well, somebody slipped up (sound familiar?) and allowed Atari to completely run out of Atariwriter Plus. It seems odd that Atariwriter 80 would start shipping at about the same time. However, I have been assured by two sources within Atari (that's on the TRAMIEL SIDE of that revolving door) that a

new production run of Atariwriter Plus is being made.

Although I have been assured DOZENS OF TIMES by John Skruch that Atari has the XES2001 light gun in stock, ready to ship to dealers, no one in the US has ever seen this package. This is supposed to be a light gun and the Bug Hunt game in a \$30 package. I was told over 6 months ago that "they are in stock, right here in our warehouse". My dealer has asked for it repeatedly. I've talked to half a dozen other sources at Atari and no one knows anything beyond the ONE TASK that is his primary function at the company. If you want a light gun, buy one for the SEGA and hack it. There is a 3rd party company supplying light guns for the Amiga, Commodore 64, and, yes, even the Atari 8bit home computers. Antic has a review of it in the works.

Are you looking for Educational Software? Unicorn software used to put out a very nice line of educational products for the ST. Atari liked their offerings and bought the entire line. Dealers haven't been able to get the product since. Why? Was Atari simply gobbling up the competition to Bently Bear's educational series, or did someone drop the ball in production and marketing AGAIN?

Although getting support out of Electronic Arts for the ST is nearly impossible, they do continue to distribute First Byte software. First Byte produces a line of "smooth talker" educational software geared toward small pre-schoolers, employing digitized speech.

If you have children between the ages of 2 and 5 I can HIGHLY RECOMMEND "Mixed Up Mother Goose", from Sierra On Line. My boys, ages 3 and 5, love this uncomplicated, and subtly educational adventure, in which all of the Mother Goose rhymes are mixed up. The child controls a character with a mouse, keyboard, or joystick to collect items and people and deliver them to the proper location to complete the nursery story. Hints are given in text and graphical form, so junior doesn't have to be able to read to play. The graphics, and animation sequences are quite well done, with charming music. The animation presented for completing a nursery rhyme is the reward for a job well done, and my children want to see them over, and over again.

Well, after puzzling over the cost of an Amiga for several months, I finally bit the bullet and bought another ST! I got a deal I just couldn't refuse. Will I abandon the 8bit? I certainly don't intend to. Software trickles in for me to review, and I still have a few TALKING program ideas to develop. But, I want to get back into some more progressive languages like C and Pascal, on a REAL 16 bit microprocessor.

Does anyone have an idea for a useful utility or small application for the 8bit? I've got some educational software in the works, but they entertain young children. I've written DIR3, 3 across directory lister, and FTYPE, fast file typer, utilities for Analog. TALKEYS hooks 8k of speech data and assembly language into the RAM under your XL/XE/XEGS internal BASIC. Then, whenever you press a key, your computer TELLS YOU what key you typed. It's a handy utility for data entry, and also for little kids learning to recognize letters and numbers. Do you have any suggestions? Drop me some EMAIL on GENie (MAT.RAT), or Delphi (MATRAT). Or you can use the PMAIL (postal mail). Send your ideas, comments, flames, rebuttals, etc. to: Matthew Ratcliff, Ratware Softworks, 32 S. Hartnett Ave., St. Louis, MO 63135. ■



CHRIS ROBERTS: NEW ATARI USER GROUP COORDINATOR

Interview and Story by Bob Brodie and John Nagy



Atari Corporation has at last filled the position of User Group Coordinator by hiring Chris Roberts. Chris will also be handling all coordination of Atarifests and show appearances. The position was previously held by Cindy Claveran, and Sandy Austin before her, but had included developer support duties that made the job nearly impossible.

Chris comes to Atari with first hand experience in user groups. He was president of the P.A.L.A.C.E. user group (Pasadena Area Local Atari Computer Enthusiasts) in southern California for two years. He was involved with the Glendale Southern California Atari Faire, and ran his own BBS, The Dragon. He has extensive experience in 8-bit Ataris, and is a proficient programmer favoring Basic XE on the 8 and True Basic on the ST. A number of Chris's original 8-bit games are still available on GEnie and CompuServe. His articles on Spectre 128 have been published in ST-Xpress, and he also worked for The Federated Group. Most recently, Chris was employed by Hughes Aircraft doing computer work. He currently has a program for the ST under submission to ARTWARE, an ST developer. Chris is 32, a native Californian, and is married with 3 children aged 2, 5, and 6.

This is good news for Atari 8 bitters, for at last they truly have "one of their own" inside Atari, helping on the front line. User group officers will appreciate knowing that Chris has already shared their path. He knows the trials of running a group!

Z*Net spoke with Chris for nearly two hours on his first day at Atari (June 12) and we were really impressed with his energy and enthusiasm for his new job. He has a lot of ideas to improve the support of user groups. He indicated that Atari is dedicated to improving their support of user groups, and wants to improve their communications with them. He repeated Sam Tramiel's request of last year, that groups can best help Atari right now by approaching dealers and trying to get them interested in ATARI. It will be easier and more attractive to be an Atari dealer than ever before.

We asked Chris if he felt insecure knowing the history of rapid turnover at Atari, and he laughed and said he was already too busy to worry about anything but work. He feels he has a lot to offer Atari and the user groups, and expects to be around a long time. One of the projects he hopes to see implemented is a multi-level state, regional, national, and even international network of user groups, independent of Atari but in close association with it. Chris expects that a group should be able to be as small as five people and still be recognized. The only other requirements he thinks should be relevant are monthly meetings and bylaws with a strong anti-piracy clause.

Chris hopes to get a developer's kit and access to a private area on GEnie telecommunications network for each registered club. The special SIG there will offer a place to get the newest information direct from Atari as well as keep groups in close communication. Other plans are to revive the User Group Newsletter on an every-other-month basis... without fail. That may be a tall order, as Chris will go to EVERY consumer event that Atari is involved with! Look for him at Atarifests and World Of Atari shows!

In our conversation there was a real note of pride in Chris's voice when asked about his office equipment. "I've got a Mega ST, and the original prototype Atari Laser printer! What a piece of history! They had planned to put in a font cartridge, apparently, 'cause there's a slot on the printer for it. No cartridge, but the printer still works great!!!" Who else but a diehard Atari user would get excited about that printer? "This

job is a dream come true for me", he said. "I've been after Sig Hartmann for some time for this position. Every time there has been an opening, I've been on the phone asking for the position. I finally got it!"

Chris stressed that he had stacks of mail to go through that had accumulated since Cindy left, and that the existing database of user groups was almost unusable and very incomplete. He asked EVERY GROUP to PLEASE send him a card with their group name, official address, president's name and phone number. Including a newsletter is optional. Even if your group registered last year, PLEASE send it in again... so many groups did not register last year, some due to the questions about a dealer sponsor, that Chris just would prefer to start over. Send to: Chris Roberts, User Group Coordinator, Atari Corporation, 1196 Borregas Avenue, Sunnyvale, CA 94086.

Of course, you could always call him at Atari, his phone number is (408)745-2052. This is a direct line to him. Soon you will also be able to reach him on GEnie.

As the main interface of the User and Atari, Chris promises that he will always be honest with the public. "If I don't know the answer to a question, that's what I'll say, I won't make something up, and I will try to find the real answer," he stated. Items Chris passed on to us in our first talk included: No MEGA 1 or 6 in the USA... FOR SURE; there is serious discussion again about offering the BLITTER upgrade for the 520 and 1040; the upswing of national advertising is REAL, with major campaigns coming in top magazines to help inspire dealer and buyer confidence; and the products to be announced by Atari on August 25 will be EXCITING.

Z*Net looks forward to a great relationship with Chris and Atari, and offer our Congratulations and Best Wishes, Chris! ■

NEW ST SOFTWARE ANNOUNCED AT CES

Compiled by Mike Lechun

Broderbund (415) 492-3200 showed versions of The New Print Shop, adds and improves many features, ST version is about ready.

Spectrum Holobyte (415) 522-3584 announced scenery/mission disks for Falcon. VETTE, a new game, will be out in '90, offering you the chance to cruise San Francisco in one of four custom Corvettes.

Taito (604) 984-3344 announced Arkanoid II-Revenge of Doh, Operation Wolf, Rambo III, and Qix. 4th Quarter will see the introduction of Rastan.

Capcom (415) 956-1791 offers for the ST: Last Duel, Side Arms, LED Storm, Black Tiger, Forgotten Worlds, Ghouls & Ghosts, and Strider.

Tengen (408) 435-2650 is the Atari Games home entertainment division. For the ST they will offer Blasteroids (a 3-D Asteroids), Vindicator, APB (8/89), Xybots (10/89) Spinnaker (617) 494-1200 announced Star Goose and Quadralien.

Data East (408) 286-7074 signed a working agreement with ABC (TV) Sports, and will release sports games for the Nintendo, its primary focus. For the ST, there is/will be: Robocop, Batman (from the movies); also Vigilante, Super Hang On, and Bad Dude.

Mindscape (312) 480-7667 proposed Gauntlet II, Fiendish Freddy's Big Top O' Fun, Harley Davidson: Road to Sturgis ('90); Afterburner (fly an F-14), Shinobi, and Balance of Power- the 1990 Edition (by Chris Crawford). ■

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BEYOND GEM!

Paying Attention to Events (Part 2)

by Douglas Hodson



Last month we covered the mouse button event handling part of the `evnt_multi()` function. We discussed the variables "event_types", "clicks", "button", "state", "bptr", "kptr" and "times". Seven down, sixteen more to go! This month we continue with `evnt_multi()` and start with a reprint of the function prototype.

```

evnt_multi(
event_types,                      /* event types */
clicks, button, state,          /* mouse button info */
m1_in_out, x1, y1, w1, h1,      /* 1st rectangle info */
m2_in_out, x2, y2, w2, h2,      /* 2nd rectangle info */
buffer,                          /* message buffer addr */
lowtime, hightime,              /* timer info */
xptr, yptr,                     /* mouse coordinates */
bptr,                           /* mouse button state */
kptr,                           /* keyboard state */
key,                             /* key code info */
times);                          /* times mouse state occurred */

```

Ten more variables can be knocked off if we now discuss the mouse rectangle monitoring events. The function that exclusively monitors these type of events is `evnt_mouse()`. By setting "m1_in_out" and "m2_in_out" to specified values, you can have `evnt_multi()` monitor the entry or exit from two different screen rectangles. The coordinates are given by "x1", "y1", "w1" and "h1" which define, respectively, the x point, y point, width and height of the rectangle. The second rectangle is specified by the "x2" set of variables.

Let's look at a quick and hopefully informative example. Have you ever wanted to make your own icons? Here's one way of handling them with mouse events. To keep things simple let's stick with "controlling" one icon. First we draw the icon on screen with a VDI function like `vro_cpyfm()`, the copy raster from routine. We must keep track of the coordinates of where we drew the raster. These coordinates will be input into `evnt_multi()`, for monitoring that rectangle on screen. If we set "m1_in_out" to zero, then an event will be triggered when the mouse pointer enters the location where the icon is displayed. If "m1_in_out" is set to one, then event is triggered when mouse leaves the rectangle of the icon.

Since most GEM programs are centered around `evnt_multi()`, we simply wait for the mouse to enter the icon area (or rectangle), then jump to a routine that handles icon movement and/or selection. A simple routine would wait for the mouse pointer to either leave the area and also watch to see if the user single or double clicks the mouse. If the user presses the mouse button down without releasing, then he or she wishes to "drag" the icon to a new location. Remember last month we discussed dragging by testing "bptr"! If the user double clicks then he or she wishes some action to take place.

The procedure just mentioned is one way of handling icons. This technique can be extended for two icons by using the second rectangle. More icons can be handled, but more

work involved, remember GEM can only monitor two rectangles at a time. Take note, the `form_do()` source code mentioned several issues ago has routines for monitoring several rectangles! The code was needed to monitor all the selectable objects in a dialog box. A side note; Digital Research has considered adding a feature to GEM where a list of rectangles to monitor can be specified. Unfortunately we will probably never see this on the ST, only the PC version of GEM.

The next set of variables are related to timer events. The "lowtime" and "hightime" variables contain the low word and high word of the time interval, in milliseconds, that it takes to generate a time-out event. If you want a timer event to be generated in 1 second, you would set "lowtime" to 1000 and "hightime" to 0 (remember 1000 milliseconds is 1 second). A time-out might be used if you wanted your program to go into some demo mode if the user has been inactive for a period of time.

The three variables "xptr", "yptr" and "kptr" always return useful information regardless of which events were specified by "event_types". "xptr" and "yptr" will specify the mouse pointer coordinates when the event was triggered and "kptr" returns the keyboard state of the control, alt, and shift keys OR'd together, as follows:

- 0x0 all keys up
- 0x1 right shift key down
- 0x2 left shift key down
- 0x4 control key down
- 0x8 alt key down

We have hit them all except the "buffer" variable, which is a 8 word array which returns messages to the programmer. It is related to the message events generated by GEM. For a more complete discussion of this essential event to understand, I'm going to delay it's discussion until a later article. ■



THE CLUB ROOM - Doing an AtariFest

by Jerry Cross - Genesee Atari Group (GAG), Flint Michigan

*[Each month THE CLUB ROOM brings us help and ideas for Atari clubs. If your group has managed some hurdle or solved a common problem in an innovative way, share it with Z*NET!]*

I have an illness. Nothing serious, but it's really becoming a pain. The symptoms? Mention the word "Atarifest" and I get nervous, shaky, a deep burning in my wallet, and finally a bad case of the runs (run to Detroit, run to Toronto, run to Chicago...)

I guess I'm just a sucker for these shows. It's even more fun to have them in a city with a lot of other tourist attractions so I can plan a vacation around it. The recent World of Atari show in California was the most fun I ever had!

There are usually several user groups who have booths at these shows. I love to swap information on how they run their meetings, look over their libraries, and just chat about computers. A well organized Atarifest will also have a number of seminars on a variety of topics. I always learn something new!

But the main attraction of these shows are the vendors. Here is your chance to meet well known developers like David Small, Tom Harker, and Atari executives too. The last show I attended, the dealer marked down a whole table of software to 75% off the retail price! These savings alone can pay for a trip to a show.

Are you interested in hosting an Atarifest? It's not easy. Here are some tips that I have picked up from doing our own Atarifests, from being involved in the user group part of the Dearborn World Of Atari Show, and from attending several other Atari shows around the country. First, let me mention that ST-World is planning a number of shows around the country and just might be willing to host a show in your city. Give them a call first, as the World of Atari shows are outstanding AND require comparatively little work from the user group!

If you do plan to do a show yourself, start your plans many months in advance, even a full year is not too early! If you wait until the last minute, dealers will already have commitments, or you may find that national events are conflicting. Divide the work- it simply will not work to have 3-4 people doing all of the work. This is exactly what destroyed the Chicago show a few years ago, and hampered others in the past. If you don't have enough dedicated volunteers at this time, don't proceed!

You will need to locate an appropriate room for your show. You should plan for, at the very least, a 6,000 square foot room. A room too small will result in isles too narrow, and a room too big will give the impression the organizers couldn't sell enough booths. Although civic centers are big and convenient for your visitors, they are expensive and harder on the vendors who must get transportation between hotel rooms and the show site. Most hotels will give your show guests generous discounts on their hotel rooms if you use their hall facilities for your show, but they are often too small.

Some very successful shows are held in schools, shopping malls, and other locations. The advantage is that they don't cost you anything, but you lose some of the "pizazz" of a big show. This is an excellent way to start out though. Get some of the other local computer clubs to join

in. Another advantage is that some shopping centers will help you with publicity.

Always keep a professional approach. Remember, you are asking vendors to spend several hundred dollars in travel, lodging, and shipping expenses to attend your show, not to mention the booth rental! They won't attend unless they think you can produce many hundreds of people. Put a lot of thought into your dealer packages, and send each vendor a complete package. Take advantage of the bulk mailing permits! Sending 200 packages at bulk rate is cheaper than sending 100 by first class! Use this method to send flyers to user groups too. Don't forget to ask Atari for some help too, like handouts, bumper stickers, and maybe even a sales rep or two.

Now the hard part begins. You MUST gather all of your volunteers together and divide up the work, and set a preliminary budget. Vendor rates can range from as low as \$35 a table to many hundreds for a "standard" 10' x 10' booth, depending on the facility and probable attendance. Plan your show so that most everything is paid for from the booth rentals and other promotions, and depend on the "gate" admissions for profits and unforeseen bills.

One of your big expenses will be printing: posters, tickets, flyers, programs, and dealer packages. Try to get a bid from a printer on the entire package instead of letting one printer do tickets and another doing posters. A rule of thumb that I have heard from professional show people: plan to spend a dollar in advertising for every three you expect to earn at the door. User groups may be able to do better on less advertising money if all avenues of free exposure are used well.

Try to contact those people involved in past Atari shows, and find out what problems they had, or what they did right. You can eliminate a whole bunch of headaches by catching these problems in advance. One example is in supplying electricity. Such things as not enough outlets, outlets too far away from the booths (vendors needed to get extension cords at the last minute), poor engineering that put too many booths on the same circuit resulting in blown fuses, and no telephone hookups. My first mall show had a problem too. The vendor asked me where the outlet was, so I asked the mall's electrician. He pointed up and said "up there". Yup, there it was, 45 feet straight up in the ceiling was the outlet.

Don't overlook the small details! Ever try to unload a van full of computer parts by hand and carry them across a large convention center? Arrange to supply some hand carts! What about food? Got enough tables and chairs? Find out what the local union requirements are. Some of their rules can be extremely expensive, and could even end up canceling your show. One past show had a city requirement that said you needed a paramedic on duty. Well, guess what union decided to go on strike the week of the show?

Insurance, security, tourist information, volunteers during the show, vendors requesting to borrow equipment are just a few of the problems you need to address well in advance. The list goes on and on. I took pride in my role in the Atari-Magic show as the official "Chicken Little". I would look for everything that could possibly go wrong. I'm sure some of the others on our committee didn't always appreciate me, but many of the things I brought up actually did happen, and we were ready for them! ■



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PUBLIC DOMAIN REPORT

by Alice Amore and Harold Brewer

STALKER (ST)

STALKER is a new terminal emulator accessory. The demo version was used for review. STALKER features the ability to run itself from within any GEM application. Thus, you can use any GEM program while online. If you do a lot of up/downloading, you can continue using your ST while the file transfer proceeds. Supported are ASCII, XMODEM, XMODEM-1k (YMODEM), and YMODEM-Batch protocols. Also: ANSI and VT52 escape sequences, an autodialer holding 40 numbers, an automatic cash/time-online clock, 20 user-configurable function keys, and a scroll-back buffer.

THE HIDDEN FORTRESS (ST)

FORTRESS is an arcade-style game that's enjoyable, though a little difficult. It's a conversion from the 8-bit by Electric Software's Brandon Clark. The ST version is by Ronald McDaniel. In FORTRESS, you steer your Land Rover through the catacombs of a hidden fortress while avoiding acidic slime pools, sharp spikes, and DNA-replicating walls. THE HIDDEN FORTRESS is public domain and absolutely free. The authors would appreciate your feedback.

MAILPRO (ST)

MAILPRO (version 4 series), from Hi-Tech Advisors, is a full-fledged filing and mail-merge system with versions available for the Atari ST and the IBM PC. The available demo limits the user to entering 50 items or less, but is otherwise complete. One nice thing about MAILPRO is the ability it has to assemble a data file which can then be merged with your word processing program in order to create form letters. As many as 999 "blank areas" can be exported for each letter that you compose.

PRINTIT and VIEWIT (ST)

PRINTIT and VIEWIT are two PrintMaster-related utilities written by Raymond Roux. These programs work in low, medium or high resolution. You must have at least 273,000 free memory bytes for running PRINTIT. PrintMaster graphic icons are sent to the printer in much the same way as in PM_CAT, but without title pages. But, unlike PM_CAT, VIEWIT lets the user pause between screens of icons. There are 12 icons shown per screen. A status line at the bottom of the screen shows the number of icons in the library, and allows paging up and down to previous screens and proceeding screens. Page numbers are shown to help you keep track of the library size.

CB_FINAL (ST)

ColorBurst II, version 1.2, by Peter and Andrew Beery, is the last version of this color painting program that will be offered. In low resolution, 3200 color shades are available, and in medium resolution, 800 shades. A toolbox containing icons is used to enable the drawing functions which include mirror image, vertical flip, spray color, boxes, circles, cut, fill, shrink, enlarge, and more. The style/color menu allows selection of line width, line style, fill pattern, text size, spray and stipple, and, of course, pen color, which is a treat in itself as there are so many colors to choose from. Ten screen buffers are stored in the F1-F10 keys, each with its own palette. There is no documentation file included with this program. However, there are help menus within the program accessed through the HELP key. CB_FINAL also imports D.E.G.A.S. and NEOchrome

pictures. The program is GEM-based and allows you to run other programs from within it.

OMVARCDV (ST)

ARCshells make the work of ARCing and extracting files much easier, but how many of us really use all of the excellent features of the ARC utility or our favorite ARCshell? John Blakely has written OMVARCDV, a program which does nothing but view and extract ARChives. This is a joy to use if you have an abundance of ARCed files in your directories and have better things to do than type in each filename from the .TTP box, or load a huge ARCshell. Using OMVARCDV is quick and simple. Almost all functions can be handled by mouse. When extracting files, it is possible to specify *.* (all files), NNN*.* (all files with a string of characters in their filename), or *.NNN (all files with the same extension).

BobTerm

A New 8-bit Terminal Program

I've been modeming with my 65c02 Atari since 1986, and have experienced several 8-bit terminal programs: XE-Term, HomeTerm, Express!, Amodem, DeTerm, and GrafTerm--they all stick in my memory for their own reasons, be they good or bad. The heart of my terminal setup consists of Amodem 7.52, the BASIC XE cartridge and its FAST command, SpartaDOS X, and a Supra Modem 2400. I have been extremely happy with Amodem's 28K buffer, several file transfer protocols, programmable macro keys, and more. But when the author of Disk Communicator and Super ARC! released his own shareware terminal program, I couldn't wait to see what Bob Puff's BobTerm could do.

I like a large terminal program buffer. Even though BobTerm's buffer isn't as big as I am used to (17K for BobTerm and SpartaDOS X), it is sizeable enough to keep me from worrying about too-frequent hard drive access. To most 65c02 Atari modemers (or so I've heard), BobTerm's buffer is the biggest they have dealt with.

A terminal program isn't complete in my eyes unless it offers Xmodem, Xmodem CRC, and 1K Xmodem (Ymodem). I love Ymodem batch protocol, but if a program has other good points, I'll overlook the disparity. Amodem 7.52 has all these protocols available (except for Ymodem batch upload), and I have considered myself fortunate. But BobTerm simply blows Amodem's doors off with offering all the above protocols along with Ymodem batch upload, Fmodem batch (sends/receives 4-1K blocks before a checksum) and CIS Fast Xmodem.

Logging on bulletin boards with the accompanying queries for name, password, blood type, etc., can become nerve racking. With Amodem, the user has certain keys designated as macros, which can send alphanumeric data, along with ATASCII/ASCII carriage returns, pauses for a certain character or time span, and more. One-key logons at the pay services and local boards are a pleasure. BobTerm embraces this macro ability for further ease in bulletin board communication.

I could go on extolling BobTerm's virtues, like its superior edit window, large phone lists, and machine language quickness, but I'll leave that (and all I've commented upon) for another to continue in an upcoming ZMagazine issue. To give BobTerm a try, look for this shareware program on the pay services and finer bulletin boards nationwide. ■

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(BBS). The new number would be 784-9667. Changeover was scheduled for Saturday afternoon. Information on the move will be put on TCCN. There has been a message on the BBS for two weeks indicating that it will move and the new number has been on the BBS for a week. Joe Danko offered an amber monitor for \$40 if needed for the BBS.

4. Jim Scheib, paper librarian, reported he has books on BASIC and Artificial Intelligence.

5. Dave Cole, SPACE vice president, reported he had received a newsletter from a Florida User Group.

6. The Newsletter did not arrive before the SPACE meeting because the treasurer did not get the label printed. This was due to getting a new daughter, moving into a new home and being moved at work. Newsletter problems will be discussed at the next board meeting.

7. Greg reported that he had reserved a booth for \$20 at the Amateur Fair. He needs volunteers. The Fair runs Friday, June 16th from 6 PM to 10 PM and Saturday, June 17th from 6 AM to 4 PM.

8. Greg reported that the BBS Committee formed last month has not taken any actions yet. The committee will meet in the side room after the meeting.

9. NEWS & RUMORS: Atari is planning a new handheld machine with a 3 inch color screen. Springboard and Spinaker are merging. Atari will be offering a laptop ST which will also be able to run MAC programs with an emulator cartridge.

10. PROBLEMS: Intermittent 800XL, lines on the monitor screen, after it was swapped out, it was OK when replugged. Recommendation: Check contacts, non-lubricating contact cleaner recommended. New Disk Drive, some people have not been able to get it to boot. In one case, the power supply plug in the disk drive itself was not secure. Some people have not been able to get it running out of the box. Check if the plug is mounted securely.

11. OFFERS & DEALS: Asset Recovery Corporation was having a sale on used computer parts and accessories. Ax Man at both the Snelling and Central Ave stores have Star Trek Battle Simulator Cartridges for \$10 and a lot of ST software for half price.

12. Joe Danko reported that we have a new menu on the Disk of the Month (DOM) developed by Greg Howell. This menu does a number of wonderful things including turning off Basic on XE and XL machines when not needed and running off a RAM Disk. The DOM is heavy on printer related programs, including a graphics printer that can print graphics from nine on a page to a 95 by 100 foot maximum size. A machine language disassembler and

lister is also on the disk. Side B contains an elementary mathematics tutorial and a spelling tutorial. Joe also has a new terminal program - BOBTerm ver 1.02. It is so good he believes may replace EXPRESS.

MAST JUNE MEETING MINUTES by Steve Pauley

A swap meet was held before the start of the meeting, from about 7:00pm until 8:14pm, which worked out nicely since that is the exact time that Jim was ready to start the meeting. There were a lot of good deals and happy traders.

The meeting was called to order at 8:14pm by Jim Schulz. Jim and Dave Meile conducted the meeting while Allen Frink handled brisk DOM sales at the side of the room. Jim discussed the newsletter which includes the new Z-Net section. A special \$4 off subscription deal is being offered to any MAST member, interested in 'Current Notes' the newsletter.

Jim open up the meeting to some general Q&A. Jim said he had been contacted by someone who needed home tutoring on the ST and he asked for volunteers. How to adjust your drive speed was discussed briefly along with other tips and some rumors.

Jim and Dave announced that the next meeting would be membership appreciation night. A raffle will be held. Details of the event were discussed and some of the possible prizes were mentioned.

Jim then demoed some of the programs available on this month's DOM's. A game call Bolo, a virus simulator and detector, a Lunar lander game, a Jeopardy game (like Wow Man!), now my life is complete after seeing this more than adequate demo, and then finished with an interesting demo of a program called Funny Face.

Demo's were followed with news and discussion about Atari's new game machine and the new TOS ROMs that are now available for testing by developers only.

Dave Meile announced the phone number for his new BBS running Citadel ST. (ed. - alas, the phone line had to go, so the BBS won't get off the ground)

The meeting was adjourned about 10pm and I think about half the club then meet at Pizza Hut to replenish calories depleted during the exciting demos. If we get an more people showing up for pizza after the meeting we may have to rent out the whole place ourselves. Remember, getting your fair share of cheese bread is just as important as any news that Atari could come up with - right John?

Last Nite by Dave Cole

Well, another month has gone by. 7 out of 12 meetings. The bad news is, I have to miss the next meeting. Yes, I miss you too! I will be back in the USA on July 4th (what a good time to get back, eh?) but I will be in Nevis MN from the 6th to the 16th or so. Yes, I'm crying about it too. But I shall be back in time for the August meeting. I'm cheering with great gusto, too.

And Atari BBSes are the best! There are now 4 of them - SPACE, Greyhawk, Warp 10 and Camalot. Warp 10 is now going to be networking with a BBS somewhere off in the wild west. I haven't called to find out exactly where, but if you call, you probably know by now. No more F-mail, but I think it's worth it because there will be more room for messages (which will be needed). The main file space may be reduced, also. But SPACE has been doing great since Carl took over. GREAT JOB, Carl! Keep the good work going! Yes, he's a good Sysop. Same with the rest of the 8-bit BBSes. Not only are the 8-bit BBSes just about the fastest, the SysOps are friendliest. Another good point.

Now here's some good 'ol philosophy here. For over 10 years, the 8-bit has LESS support than other machines. Notice how much support the 64 and 128 get? Guess what? I gather that the 64 and 128 are being dropped from Commodore just to support the Amiga! Good move, Commodore! Less competition for us! But if Atari stops making the 8-bit, we don't have to worry much. Europe and England love the 8-bit, and they still like the cassette drive! But since the 8-bit is very popular there (it seems), I'm sure it won't die without a fight there! And we won't notice much difference if Atari drops the 8-bit. We don't get much now, as it is! I'm not complaining! But I shall continue my letters to everyone, everywhere, once I get back from Spain. If I wanted, I could make 5000 letters. Get 5000 envelopes, stamps, etc. Make up 4999 false names, write the SAME letter with a couple of minor differences, and use my faithful Atariwriter (tm) and write to a company. Now with this good support, they may make new goodies for us that they do for everyone else. Maybe SubLogic would be a good start as they've dropped the 8-bit (not much notice, they've made only 2 programs to my infinite knowledge). Or someone really up there, like Mindscape. Ask them to make Paperboy (tm). Now if you like the game in the arcade, and Mindscape makes it, it's like \$39.95. The fun thing is, after playing 160 games, you've covered the price - as the game costs \$0.25 to play! And with Atari graphics being superior to Apple and Commodore, you'd have a good game with GREAT graphics. You look at the box for Paperboy for the 64? The graphics are YUK! Doesn't even look like 2 cents from the arcade! And I bet that Apple could do better!

Well, until the August meeting or my next report

here (which I know you all love, you know), Hasta luego - translated means "Until we meet again." You see, not only do you get some good reading out of these reports (which have been a little longer recently, if you've noticed,) I also teach, you know.

SPACE SOFTWARE LIBRARY NEWS, July, 1989 by Joe Danko

LIBRARIANS: Joe Danko*Carl Towberman

We are a bit misty-eyed this month as this is the SEVENTH BIRTHDAY OF SPACE. I am not going to boast about what a stupendously wonderful organization we have been or become. Nor am I going to gush about the amazing series of computing machines that has brought us together these many years. What I remember best and look forward to most is the PEOPLE involved. In almost every case the club has caused a lot of ordinary folks who claimed to have no organizational talents whatever to somehow find the means within themselves to keep SPACE operating. We have had our good and bad times but I am hard-pressed to ever remember a meeting or event involved with the club that wasn't fun and informative. Now that I have given credit where it is due, let us be thankful that we have been given the honor to use and support a true HOME COMPUTER: ATARI 8 BIT COMPUTERS 400/800/1200XL / 600XL / 800XL / 130XE / 65XE

What is the future for ATARI? Will ATARI Corp. continue to give even grudging support to the 8-BIT world? What of rumored powerful hardware enhancements such as the TURBO 8-16? Whatever happens, SPACE can still help us enjoy using our machines for a long time to come as long as the USERS involved have the will to carry on.

HAPPY BIRTHDAY SPACE USERS

BOBTERM 1.10

The latest version of a very capable terminal program that we released last month. Version 1.10 will be for sale and will be exchanged free for an original SPACE copy of version 1.02.

DETERM 1.59

As this goes to press we are still working on a comprehensive release. If it is not for sale at the July meeting it will be at the August meeting for sure.

If things get a little slow with DOM mail orders or the DOM operation in general please have patience as we are greatly distracted by usual summertime activities and vacations.

Disk-of-the-Month
Side 1:

CALENDAR.COM

This is a nice usable personal scheduling database program that appears to have every feature imaginable. Documentation is included in the CALDOC files. Support files are CALENDAR.DEF and DEFAULT.CAL.

ALIENS.BAS

ATARI BASIC action game that requires a joystick.

MEMMATCH.BAS

ATARI BASIC game similar to CONCENTRATION where the player matches pairs of objects in a matrix. Requires a Joystick.

APACVIEW.OBJ

Graphics viewing system for GIF (graphics interchange format) pictures. GIF is a standard for picture files used by many different machine types such as C-64, AMIGA, MSDOS, MACINTOSH and others. Since there can be any combination of resolutions and color schemes. GIF provides the capability for translation of the picture. APACVIEW uses a bizarre combination of alternating lines of 2 graphics modes to simulate 256 colors on the screen. APACVIEW allows enlargement of selected areas of the display to bring out details that are beyond normal ATARI resolution. Documentation is APACVIEW.DOC. RGBTABL8.OBJ adjusts the screen colors. See Side 2 for a number of GIF pictures.

SIDE 2:

A group of GIF picture files.

COLORS: APACVIEW screen color adjustment picture.

BATTLE: A battle scene.

JESSICA: The femme fatale from Rodger Rabbit

RODNEY: Black and white of Rodney Dangerfield

BENGAL: Black and White of a tiger.

FANTASY: Self-explanatory.

ASIA: A recording album cover.

MAST Disks of the Month By Jim Schulz

Well, it's that time again. This month, I will start with a run down last month's lineup of MAST DOMs, followed by some MAST disk news, and finally what's in store for the month of July. I have been writing articles for the last five hours so this might just be a little fast. So here goes....

For the month of June, we had three normal DOMS, three special disks, one updates disk, and two ST magazine disks.

#339 - Demo Disk #33 (The latest demo version of Calamus)

#389 - MAST DOM #1 (June's Utilities Disk)

#390 - MAST DOM #2 (June's Applications Disk)

#391 - MAST DOM #3 (June's Games Disk)

#392 - Bolo Breakout Game (plays like Arkanoid with a lot more options)

#393 - Demo Disk #35 (Funny Face face making

program)

#394 - ANALOG Disk #27 (Programs from ST-Log Issue #32)

#1 - ST Reports from the month of May

#2 - ST ZMAGs from the month of May

So that's a wrapup of last month, the Bolo game, Funny face program, Calamus demo and Midi ANALOG disks were the most popular this past month.

Now the news..... First up, prices.... check the MAST news article for special prices on just about all DOMs this month. The breakdown is quite extensive. But this month, MAST thanks you for supporting it with special prices on disks as a thank you. Only this month's disks are regularly priced. The group does need to make some money as well. Next.... DOC disk..... yes this is the month!!!! We will have a new doc disk in the new format. And for the low price of \$1.00 as well. Next, ST News disks.... Yes, more good news!!!! These will appear this month as well, all 27 of them. These are going to be the toughest animal to crack. These disks are crunching more and more on each disk and now they are using an 11 sector per track format as well. I just saw the latest issue the other night. They squeeze so much into one issue that you are probably going to take hours to read everything!!!! Next, mail orders... This past month, someone asked me if we accept mail orders. And yes, we do. But the problem seems to be is what is on the disks. So starting this month, I will be posting a synopsis of the disks on the MAST BBS the week following the meeting. If you can't make the meeting, you can still get the disks!!! Next, back orders... Speaking of back orders, as far as I know all disks are now in the mail. Back orders are usually filled in two weeks. With the long 4th holiday, I had even a better chance to catch up as well. Next, special orders.. A couple people lately have been asking about specific programs or types of programs. I had one request for a copy of Neochrome and another request for a good public domain database. If you have something specific that you would like, order it through Allan and I will see what I can do. These types of request disks are usually custom-made so no discounts on these are available.

Now on to this month's selection..... A week ago, I told myself that this was going to be another poor month. But I spoke too soon.... I have been downloading all weekend and I am still not caught up yet. Here is a quick rundown of some of the new stuff in addition to the stuff mentioned in the Z*Net articles.

Updates..... Updates this month include the MicroEmacs V3.10 with source and a lot of extra work from MAST's own Chuck Purcell, a new update to the BSTAT, business statistics program, an update to the Sozobon C utilities disk with new libraries, and finally a possible update to ST Writer as well.

Miscellaneous programs.... Some of the

programs on the big three this month include yet another update to the Quick ST software blitter program, a new version of ArcShell, now version 1.99 with options to use one version of ARC for viewing and another for adding, an Unturtle program to extract files from backed up disks, a scheduler program to schedule your time, a number of .IMG utilities to size, view and print pictures, a new version of the classic snap shot program, and a talking insult program which sounds a lot like Don Rickles.

Special disks..... Some of the specials include a full demo with no save of the Dynacad CAD program, a Breakout/Arkanoid STOS program, System 2, a very advanced UNIX-like shell program, STZMAG and ST Report news disks, this month's ANALOG disks with a great checkbook management program and a kid's drawing program, and the special #400 European demo program which is really something special!!!!

Well, this is a sample of what's in store for this month. This is just the start for this month. The way stuff is coming in this month.... We should have some really special disks. Check the MAST BBS for late updates!!!!

If you can't make the meeting and would still like to get ahold of the DOM or would like to get ahold of the DOC disk, my new address is
5900 65th Avenue North #204
Brooklyn Park, MN 55429

That's it for July. Please be kind to Allan this month. With all of the special disks and special prices this month as well as a free raffle ticket for each DOM purchased, Allan might just lose it all this month. Yes, this month we reach that magical #400 mark of unique MAST disks all made by yours truly. Quite a bit of work, but all for the MAST members. This is your month for your help in making MAST what it is today. I hope to see you all at the meeting and on the MAST BBS!!!!

Z*Net Update by Jim Schulz

This month, we will again look at this month's Z*Net. This month, I will first add some comments to the new user group coordinator's group and then let you know where you can get ahold of some of the public domain programs listed in this month's "Public Domain Report" column.

First off, the user group stuff. Atari has been rather haphazard with user group support. Atari knows the need of good user groups with a lack of advertising and support, but they can never seem to get their act straight. Atari's hiring of Chris Roberts is hopefully a step forward. He seems to have high hopes so we all wish him the best of luck. Both SPACE and MAST have reregistered as Atari user groups so we should be involved in any plans for user

groups in the future. Chris has also been added to the newsletter mailing list so he might actually read these comments some day. Chris has already got his feet wet as he was the center of a recent misunderstanding between STZMAG and ST Report newsletters. Good luck Chris and don't lose your energy and ideas in support of Atari computers.

Now onto the "Public Domain Report"..... The STalker terminal emulation desk accessory will be found on this month's MAST communications disk. The Fortress arcade game written using the ANTIC Software STOS program will either be a standalone game disk or part of this month's MAST games disk depending on size. Printit and Viewit are two of the best PrintMaster utilities which I have seen to date. I have used both of them and are a must for PM owners. Both of these can be found on this month's MAST applications disk.

The CB_Final program or ColorBurst II be found on the May Applications Disk or MAST DOM #382 with the C source code for the program as well. Omvarcdv has been slated for the utilities disk for the last two month and has got bumped twice, but it will appear on this month's MAST utilities disk. Finally, this month's 8 bit selection, Bobterm, can found as a special disk release last month in the SPACE library. The other program mentioned, Mailpro, is not currently slated a future MAST DOM.

Well, that's it. I hope you enjoy reading this month's edition of Z*Net. Also check with Allan and Joe at the meetings for this month's selection of public domain software. Happy Z*Net reading.....

SPACE and MAST are independent user groups of owners of ATARI Home Computers. It has been organized by local owners of ATARI computers for the purpose of mutual self assistance and sharing of information. It is open to all interested computer enthusiasts.

Benefits of memberships in the groups include monthly newsletter mailed to your home, BBS access, software demonstrations, group purchases, public domain disk(s) of the month software at low prices, reference book library, educational software library (8-bit only) with over 20 titles, personal contacts/learning, greater information and awareness on the world of ATARI, software at discounted prices from dealers, question and answer session, etc. Come to a meeting to find out more.

SPACE - 8Bit Group The SPACE meetings are devoted primarily to the 8-bit ATARI computers such as the 400, 800, 600XL, 800XL, 65XE and 130XE. There is other ATARI related news and some 16-bit news at the SPACE meetings, as well. The SPACE group meets on the second Friday of each month at the Falcon Heights Community Center, 2077 West Larpenteur Avenue, at 7:30pm. Doors open at about 7:10pm.

MAST - ST Group The MAST meetings are devoted primarily towards the ATARI 520ST, 1040ST & MEGA computers. There will be ATARI related news items covered, but not 8-bit news. The MAST group meets on the third Friday of each month at the Falcon Heights Community Center, 2077 West Larpenteur Avenue, at 7:30pm. Doors open at about 7:10pm.

MAST+ - Programming Language User Sig MAST also has a programmer's group meeting. This group has a more technical discussion regarding programming the ST computers in a variety of languages. The group meets on the Monday following the MAST meeting at the First Minnesota bank on Lexington Avenue near Larpenteur Avenue. Meeting time is 7:30, with doors opening at about 7:20pm. The entrance is in the back of the building and leads to a stairway to the second floor.

For more information, or to confirm a meeting time and location, call Greg Howell (SPACE) or Jim Schulz (MAST) 533-4193

SPACE/MAST Membership Application

Name _____ Date _____

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SPACE / MAST Newsletter July 1989

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SPACE meetings coming up:

Friday, July 14th - Happy birthday, SPACE!
Friday, August 11th
Friday, September 8th

MAST meetings coming up:

Friday, July 21st - Membership appreciation
Friday, August 18th - MIDImaze for all (bring your ST!)
Friday, September 15th - All about TOS 1.4?

SPACE / MAST regular meetings are at the Falcon Heights Community Center,
2077 Larpen-teur Avenue West, Saint Paul. Meetings start at 7:30 pm.

MAST+ Programmers / MIDI meeting (First Minnesota bank building on
Lexington Avenue near Larpen-teur Avenue. Meeting starts at 7:30):

Tuesday, July 25th